MEGA MAN

BACKSTORY

The backstory begins in the early twenty-first century at the lab of a mild-mannered robot scientist, DR. XAVIER LIGHT. His first success was a pair of household robots named ROCK and ROLL, whom he treated like part of his family.

Rock was implanted with circuitry giving him human compassion and a friendly nature. Because of these characteristics, Dr. Light treated him like the son he never had.

The success of Rock motivated Dr. Light to design a series of industrial robots to handle jobs too dangerous for humans. To assist in this enormous task, Dr. Light hired an ambitious robot designer, DR. WILY.

Jealous of Dr. Light's successes, Dr. Wily attempted to outdo him by experimenting with new and improved circuitry, hoping to win acclaim as the superior scientist. But before the robots were completed, Dr. Wily's "improved" models went haywire. Unable to admit his failure, an enraged Dr. Wily accused Dr. Light of intentionally sabotaging his work. He stole the plans for Dr. Light's industrial robots and disappeared, vowing to prove that he was, indeed, the best robot designer in the world.

As time passed, Dr. Light completed his plans and built hundreds of industrial and domestic robots: construction robots, mining robots, marine robots, cold-weather robots, managerial robots, etc. These robots helped mankind, improving living conditions over the world.

Then one day good robots began to turn bad. Rather than work for man, they began to work against him. Dr. Light soon discovered that a deranged Dr. Wily was behind this diabolical scheme. Using Dr. Light's schematics, Dr. Wily modified their circuits and was controlling a virtual army of robot raiders from deep within his secret Skull Fortress. His plan was simple: to control the world via his robot army.

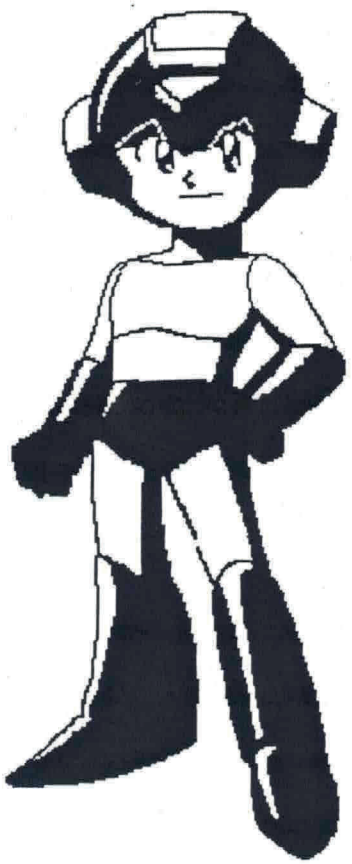
Dr. Light felt responsible for the chaos brought upon society, and vowed to stop Dr. Wily at all costs. But how? What could possibly stop all of these renegade robots?

It was then that his domestic robot, Rock, volunteered to battle Dr. Wily's machines of destruction. Despite his fatherly love for the little robot, Dr. Light realized he had no other choice. Reluctantly, he transformed Rock into a super fighting robot, soon to become known the world over as...

MEGA MAN

Like a precocious teen, Mega Man is always one step ahead of his adult human friends, and two steps ahead of the baddies.

Picture the action, dramatics and confrontation of Superman and Lex Luthor, with just a touch of the humor of Wile E. Coyote versus the Roadrunner, and you'll understand the relationship between Mega Man on the one side, and Dr. Wily and his renegade robots on the other. Although the stories and action are quite serious and dramatic, there is an undertone of humor that constantly tempers the action.



Mega Man is built from a titanium shell that protects his inner cybernetic skeleton. A peaceful robot by nature, he is armed with a plasma cannon which is built into his right arm. The plasma cannon is not apparent at all times, but is always there when he needs it. He just points his arm and the titanium casing expands in rapid mechanical steps, forming the plasma cannon, which shoots out glowing balls of energy.

Mega Man also possesses a unique Weapon-Copying-System. Once Mega Man has defeated a robot, he is able to analyze and copy its weapon, adding it to his arsenal. Mega Man's weapon copying takes place in a short but dramatic sequence which appears as follows: Once he defeats his opponent, Mega

Man touches his opponent's weapon, which is instantly engulfed in a cracking web of sparks. Then we'll cut to a POV through Mega Man's eyes where, like the *Terminator*, we'll see a computer-schematic analysis of the weapon (i.e. we'll see a "wire frame" view of the weapon appear in rapid steps). Then we'll see Mega Man's titanium body mechanically form the weapon, much like the protective fenders appeared on the Batmobile in the movie (also in rapid steps, with metallic sound effects to match). It should appear that the weapon has been built (or formed) out of Mega Man's titanium body and/or its underlying mechanical structure, and should not appear to be magical in any way.

Although Mega Man is very serious about stopping Dr. Wily and his evil robots, he has a very good sense of humor. For instance, if he were to get Cutman's blades he might approach him with a smile and offer to give him a "crew cut", then cut up some of Cutman's wires and give him a real cute "do". Or if he got the best of Iceman, he might grab Cutman's legs and use him like a pair of shears, trimming a hedge and quipping about what a great gardener would make, it only he'd go straight.

Mega Man closely adheres to the philosophy and moral teachings of Dr. Light, his creator, mentor, and foster father. He is a good partner to man, but does not blindly obey the commands of mankind simply because he is a robot. He thinks for himself. Despite being a robot, Mega Man wants to share in the problems and happiness of humanity through mutual respect.

But Mega Man is also a kid at heart. He can't pass up the opportunity to play a practical joke on his enemies and, during quieter moments in our stories, is sometimes sidetracked by amusing events, people and things.

For instance, if he were on the way to pick up some equipment needed to defeat Dr. Wily, and he happened across a toy store, he might drop in and seem to shopping, like a child, for toys to play with. He might even spend a moment playing with some human boys and girls. Mega Man is also very compassionate. If, in the heat of battle, he saw a young raccoon in jeopardy, he'd stop to help it out. But these shorts bits would never slow down the action, and none of this time would be wasted, for Mega Man, like a computer, is constantly learning. And he'd learn something from the raccoon or the toys that would ultimately help him defeat the villains.

Originally created as a domestic robot, Mega Man was imbued with human compassion and a caring nature. Because of these characteristics he suffers misgivings when he must fight with robots manipulated and controlled by Dr. Wily. He questions why robots must fight one another, trying to convince them that there are better ways to settle differences and work together. But he is always batting his head against the proverbial brick wall, because Dr. Wily has taken great pains to program all self-determined thought out of his robots, and replace it with his intractable will.

Mega Man believes that the day will come when the other robots will share his humane beliefs and work with him toward achieving the same goals, even though they are presently adversaries.

DR. LIGHT

Dr. Light is the world's leading authority in the science of robotics. He is, quite simply, a genius. He, alone, designed all of the industrial robots working in all the world's factories.

Dr. Light firmly believes robots to be mankind's good friends and willing partners. He believes that robots should support mankind in every way and help us enrich our lives, and that they have the right to free will, as anyone else, and should be programmed with conscience and heart.

When Dr. Light was forced to transform Rock into the battling robot warrior, Mega Man, it was very hard on him. He loves Mega Man like the son he never had, and is always reluctant to send him out to face Dr. Wily and his robots. He fears something will happen to Mega Man, and would rather design new robots to do the dirty work. But try as he might, he cannot seem to come up with a better creation. Stronger, yes, but there is something in the mixture of conscience, compassion and self-determinism that Mega Man possesses which always gives him an edge over more powerful robots or faster brains. It is Mega Man's spirit that Dr. Light cannot duplicate, and it is his spirit that enables this little robot to rise above Dr. Wily's evil schemes and relentless robots.

Mega Man loves and trusts Dr. Light, and would do anything he were told to do. He reveres Dr. Light as his father and creator, and even if he disagrees with his orders, he will carry them out. But they rarely disagree, because they are truly of the same "mind".

Dr. Light has a state-of-the-art robot laboratory where he built Mega Man and his other robots. The lab also houses a communications and command center for Mega Man's missions. It once was the communications center for all of Dr. Light's robots, with a wall of monitors on which he could view (for monitoring purposes, not to control) any of his robots in the field. Now Dr. Light uses the satellite monitoring system to keep track of Mega Man or to see what Dr. Wily and his bad bots are up to.

Dr. Light also uses his lab to research and develop new systems to help Mega Man fight and defeat Wily's robots.

ROLL

Like Mega Man, Roll is a robot originally created by Dr. Light to handle household chores. When Dr. Light turned Mega Man into a warrior, Roll insisted she be made a warrior as well. When Dr. Light refused, she had no choice but to rebuild herself.

She may look like a cute, little, innocent girl. But Roll is as determined as Mega Man when it comes to fighting Dr. Wily and protecting Dr. Light and other humans.

Although Dr. Light gives orders to Mega Man when Dr. Wily and his robots strike, Roll always listens in, and has her own ideas about how to stop the baddies. She will often get in the way during the action of a story, sometimes adding to the jeopardy. But this doesn't mean she will be rescued by Mega Man. In fact, she wouldn't dare let him rescue her (at least, she would never admit it). She will fend for herself, often assisting Mega Man despite her getting in the way of things.

Because she was originally designed to be a household robot, she only had so much to work with when reworking herself into a warrior. Thus, she has the most peculiar weapons of all. That's because they're household equipment turned into weapons. For instance, she supercharged a vacuum cleaner and transformed one of her arms into a

MEGA-VAC, which can suck people off their feet, or pull Roll up, out of danger, sticking her to the ceiling. She rebuilt a *Quissenart* into her other hand and arm, transforming it from a mere food processor to a ROB-O-MATIC, with all sorts of interchangeable tools for making mincemeat of her robo enemies: blades, choppers, grinders, graters, etc. That's right, she can *slice, dice and julienne* the baddies in one move.

Roll is not a super hero and is nowhere near as strong as Mega Man. But she makes up for her lesser strength by being very smart, and often thinking of things that Dr. Light and Mega Man failed to realize.

Roll is like a little sister to Mega Man, and is jealous of him. Mega Man loves his little sister, but at times she gets annoyed at his love because he's always trying to be protective of her, whereas Roll feels she can take care of herself. She's more likely to get upset at Mega if he tries to save her. And on those rare occasions when she saves him, she can't help but kiss him and treat him like her little brother. Theirs is a good-natured sibling rivalry, based on light-hearted one-upmanship. All things considered, they really love and care about each other.

RUSH

Rush is the obedient robo-dog who appears at his master's side to battle Wily's Super Robots. Dr. Light created Rush to supplement Mega Man's mobility. He can transform himself into a jet sled, submarine, or a catapult, allowing him to swim and fly. Thus, he is a supplemental form of transportation for Mega Man, who hangs onto his trusty mecho mutt, using him like a surfboard, skateboard or hang glider.

But Rush, like most dogs, isn't perfectly trained. In fact, he has quite a few *glitches*. For instance, when he sees cats, cars or fire engines he can't help himself. He chases after them...and destroys them! And when he HOWLS you better shut your ears. When he bays at the moon he rattle shingles off rooftops and shatters windows for miles.

Rush doesn't talk, he just barks...a lot. He communicates with comical barking and pointing. And when those don't work he uses silly sign language, wildly pantomiming that a big, bad robot is coming or that the dam is about to burst. At times he'll even resort to whipping out a small black board and drawing with chalk. Not words, just silly stick figures.

Rush eats "battery biscuits" for energy. He loves them and will do anything for them. Not just rolling over and playing dead. He'll fetch a

car. Or shake hands (more like kung fu). Mega Man can get Rush to do anything...for a battery biscuit.

If Mega Man is the son that Dr. Light never had, then Rush is the guinea pig he never had. Dr. Light tries out new equipment on the poor mecho-mutt. He's sort of a four-legged "beta tester", allowing Dr. Light to get the bugs out of his latest invention. Only these "bugs" add up to 100% comic relief. That's because Rush has as many bugs in his circuits as a dog has fleas.

Though Rush loves Mega Man, he is even more adoring of Roll. And this is how Roll gets much of her information about Mega's current mission. Seems Rush just can't resist when Roll pulls out a battery biscuit, and soon pantomimes the plan for her.

In battle, Rush is like a pit bull, shepherd and Doberman all rolled into one. Once his jaws lock onto a robot adversary there's no shaking him loose.

Rush also likes to bury things. He can sometimes come up with just the thing Mega needs by digging it up. Dr. Wily's gardener has broken his lawn mower more than once when he rode over the things Rush had buried in the yard. Not bones, but old robots, bombs, and anything else he might have picked up during a mission.

DR. WILY

Dr. Wily holds a diametrically opposed philosophy to that of Dr. Light. He strongly opposed the idea of creating robots with independent wills and conscience. "Robots must be perfect machines," he says. "They need not trespass into human territory." Accordingly, Dr. Wily treats robots as his inanimate tools. And he has his own ideas concerning the proper utilization of these "tools". His idea is that since humans are imperfect, robots must supervise mankind — and of course, he supervises the robots!! This, he believes, is the most practical and effective way to run society. In essence, total subjugation of humanity by an army of robots programmed to do Dr. Wily's bidding. To accomplish this, Dr. Wily has programmed his robots to turn all of the world's "good" robots into evil ones, similarly programmed to follow his master plan.

Dr. Wily is a supremely egotistical man. When he was working with Dr. Light, he couldn't help but be consumed with jealousy, believing he was the leading authority in robotics. But Dr. Wily's efficient yet pedestrian robots received little attention and conferred insufficient esteem to prevent him from feeling bitterness toward Dr. Light for usurping his rightful position.

Dr. Wily calls Mega Man the "titanium trouble-maker", as it is Mega that is constantly thwarting the evil doctor's schemes. Half of Dr. Wily's time is spent forwarding plans to conquer the world with his robots, while the other half is consumed by a compulsion to devise ways to destroy Mega Man, something he is never able to accomplish. This drives Dr. W particularly crazy, as he is certain his robots and ideas are superior, yet he is never able to bear this out by defeating Mega.

Like Darth Vader and Luke Skywalker, Dr. Wily tries to get Mega Man to come over to the side of "unthinking, mechanical perfection", but Mega Man is unwilling to become an emotionless, heartless warrior despite Dr. Wily's rantings that Mega Man's emotions and conscience are his weaknesses, are imperfect and will be his downfall.

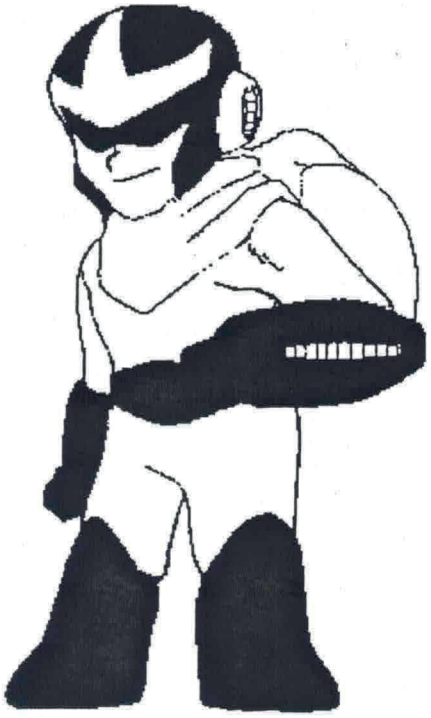
Dr. Wily's ultimate goal is to reprogram Mega Man, turning him into a conscience-less robot warrior to lead his army. This would be the feather in his cap that would finally prove that he is superior to Dr. Light.

Dr. Wily is a crazy genius. His ideas are often brilliant , but his grandiose and megalomaniacal side always causes him to ultimately fail. In other words, he takes a good idea way too far. If one robot would do, he'll send six, leaving one to succeed and the other five to screw things up.

PROTO MAN

Protoman was supposed to have been the first robot created by Dr. Light. Thus, he would have been Rock if not for the fact that during production, Dr. Light found a malfunction in his conscience circuit and decided to abandon the completion of this project.

All would have been fine, except that when Dr. Wily stole Dr. Light's robot blueprints, he inadvertently stole the plans for Protoman instead of Rock. When he secretly completed the robot, hoping to have his own version of Mega Man, he discovered too late that the conscience circuits were fouled up. Now Protoman can't be controlled, not even by Dr. Wily. But because he is his most clever and resourceful robot, Dr. Wily tolerates his idiosyncrasies and erratic behavior, trusting him (perhaps more than he should) to lead many of his evil missions.



Because Protoman was built from the same plans as Mega Man, he is effectively Mega Man's brother! And this is the root of their odd rivalry. Protoman's powers are identical to Mega Man's. He is Mega Man's adversary most of the time, but sometimes he behaves like an ally. He's got a cocky attitude, and likes to play one side against the other for his own amusement. It's sometimes hard to tell whose side Protoman is on.

Although he is constantly after Mega Man, and

is always trying to outdo him, Protoman is unwilling to let Mega Man be destroyed. He would do it himself, if he could, to prove he's the better robot. But he won't let anyone else, including Dr. Wily, destroy his "robot brother".

Of all the bad robots, Protoman is the one Mega Man wants most to become his ally. For he knows that deep inside, Protoman really is his brother, and that they could be great friends. For this reason, Mega Man is equally hesitant to destroy Protoman, though he will, in order to save humans, give his best shot against his evil twin.

DR. WILY'S BAD BOTS

Dr. Wily turned Dr. Light's good industrial robots into evil robots to carry out his plans of world domination.

CUTMAN... (main group) A robot designed for logging in forest development projects. Cutman's weapon is the Rolling Cutter: indestructible blades made of ceramic-titanium alloy that can slice through anything.

GUTSMAN... (main group) A muscular robot designed for civic engineering use. He's made of a special alloy against which most weapons are useless. Gutsman's weapon is the Superarm: a super-powerful arm that can lift and throw things of enormous weight. It's so powerful that when Mega Man gets it he can barely control it.

ICEMAN... Designed to carry out the tasks in severely cold environments. He can freeze anything with his Ice Slasher beam. He doesn't get along with Fireman, due to his weakness against the heat.

BOMBMAN... A robot designed for industrial demolition, Bombman is extremely agile and difficult to get near. Bombman throws time bombs and his Hyper-Bomb...The big one!

FIREMAN... Designed for work in a waste-incinerating plant. His weapon is a Fire Storm, with temperatures running as high as 8,000 degrees Celsius. He can melt virtually anything, including Mega Man. He is short-tempered and very emotional.

ELECMAN... A robot once engaged in an electrical voltage regulative operation at a nuclear energy plant. Due to the nature of such a demanding job, he possesses keen insights and quick moves enabling him to deliver a devastating attack on his opponents. His weapon is a Thunder Beam: A highly-charged electrical beam.

STONEMAN... hurls huge and destructive boulders with awesome crushing power.

SHADOWMAN... releases deadly, industrial-sized mosquitoes.

PHARAOHMAN... fires condensed balls of light.

SNAKEMAN... is a gigantic robot snake that spits poisonous venom from his razor-sharp fangs.

WAVEMAN... unleashes monstrous tidal waves of water.

AIRMAN... creates terrible tornadoes.

TOADMAN... slow thinking but creates huge clouds of acid rain which is harmful to Mega Man's titanium skin.

BRIGHTMAN... emits a 10 million watt flash from the bulb on the top of his head, capable of momentarily blinding and immobilizing.

RINGMAN... shoots a deadly boomering from the top of his head and changes angles and is hard to predict.

DUSTMAN... sucks up trash, compacts it and fires it out in exploding projectiles.

SKULLMAN... has a protective energy shield made of spinning skulls.

DRILLMAN... with detachable drills on his hands that can drill through almost anything. Also fires drill bombs.

DIVERMAN... submarine robot that fires missiles from its chest.

And now for some minor characters...

METTOL... just a helmet with eyes, this little robo-supervisor is bossy, but accomplishes nothing but comic relief. He's a constant, nagging companion of Dr. Wily, who often kicks him about when he gets angry.

PIPI... Looks like a flying penguin holding a giant egg in its feet. Eggs open up to release smaller birds with heat-seeking bombs.

BATONTON... A flying robo-bat sentry. A nuisance to Mega Man.

MONKING... A giant gorilla robot with coconut bombs. He can climb skyscrapers (or anything else), get over any barriers, to relentlessly attack Mega Man.

MAIN BAD BOTS

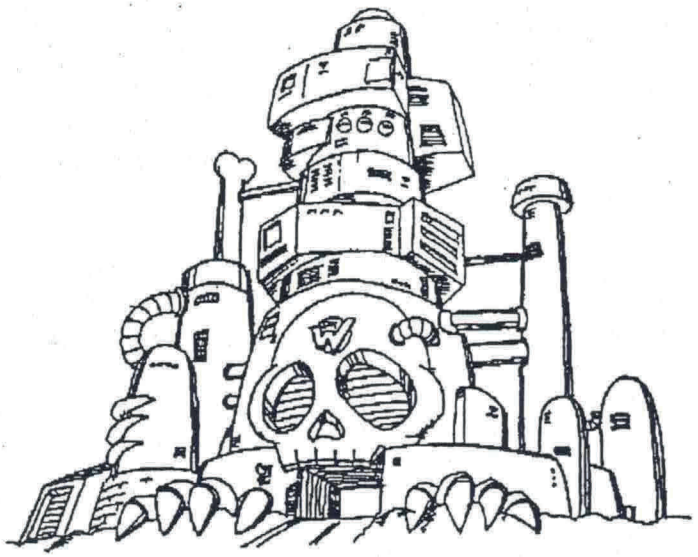
Protoman, Cutman, Gutsman and Mettol form Dr. Wily's core group of bad bots. These are the ones who assemble to do Dr. Wily's bidding. Protoman is sometimes nowhere to be found, hooking up with his comrades later in the episode to suit his whim.

This core group of baddies will be joined by one or more of the renegade robots described above, depending on the needs of a particular story. These other robots can either be taken out of Dr. Wily's robo "deep freeze", or they might be "out in the field", already wreaking havoc when Protoman and the others join up with them.

Similarly, Dr. Wily and his core group of bad bots will usually confront Dr. Light, Mega Man, Rush and Roll. Though, from time to time, Dr. Light might introduce some other newly developed robot or device to suit a particular story need.

DR. WILY'S FORTRESS

Skull Fortress is Dr. Wily's stronghold from which he wages war against Mega Man. Within its metallic catacombs are stored dozens of deadly robots, dormant, waiting for his particular needs. It also contains his sinister laboratory, from where he designs and builds new and ever more deadly robots and weaponry. It also houses his satellite command center, with which he controls his robot minions as they carry out his plans around the globe. Much like Dr. Light's lab, Dr. Wily's fortress houses a satellite dish and wall of TV monitors on which he can monitor the action of his robots around the world.



Dr. Wily's fortress can rise up to form a giant robot, with Dr. W at the controls. Walking on massive, clawed feet, his robo-fortress literally shakes the ground, and can flatten any building or smaller robot it steps on. It is an ominous sight, indeed. But Dr. W uses it only in desperate situations, because he knows that if he loses it he loses everything.

Dr. Wily's main vehicle, his SKULKER (Wily Machine #4), also is part of his fortress. It disconnects from the body of the fortress, with the skull as the cab. His Skulker can walk or fly, and has various weapons as needed, including its powerful "Disintegrator Beam".

In his fortress lab, Dr. Wily modifies industrial robots, upgrading their physical abilities, and adding weaponry to transform them into warrior robots. Then he releases them to challenge Mega Man.

FORMAT

The format is simple: Dr. Wily's goal is turn all the world's good robots into heartless evil robots so that he can control the world, thus proving that he is the superior human, and that his are the superior robots. He attempts to achieve his goal by a) implanting "bad chips" into the mind circuits of good robots, and b) by turning the bad robots loose on humans, thus capturing and enslaving industries, cities, etc.

Dr. Light, on the other hand, feeling responsible for this situation, having created robots in the first place, commands the good robots, led by Mega Man in an attempt to a) stop Dr. Wily's bad bots from taking over any more good robots, b) freeing industries, cities, etc., which have already been taken over by bad robots, and c) removing the bad chips from robots, thus turning them good again.

With these basic elements as the underlying motivation, our stories will span the gamut of the action-adventure-sci-fi universe.

The series takes place in the not-too-distant future, centered in the United States, with stories taking place in big cities, small towns, forests, deserts, oceans, etc. As needed, we'll go to famous locations.

The only major difference between this world and ours is the existence of various "robotized" items, all offspring of Dr. Light's robot research. For instance, we might find someone using a "robo-toaster", with a comical face and arms. This toaster grabs the bread, shoves it into its slots, impatiently waits for it to darken, then spits it out burnt toast onto a plate and hands it to its startled owner. Or we might see a "robo-phone booth"

with eyes instead of coin slots and sarcastic synthesized voice; you tell it the number you want to reach and it automatically dials it for you, then extends its arm-receiver to your ear and you simply talk (unless it's out of order, in which case it squawks and spits nickels). Most of these robotized devices will be used for light, comic relief.

Because the general public equates Dr. Light with robots, and because robots now represent most of the world's problems, some of the public blames Dr. Light for the chaos that robots are creating. This works right into Dr. Wily's schemes, as he often spreads false rumors about Dr. Light, purposely causing humans to attack him, despite his efforts to stop the bad robots. Thus, Dr. Light, Mega Man, Rush and Roll are sometimes outcasts, and must work at convincing the same humans they are trying to rescue that they are, in fact, friends and not enemies.

The human world is not yet totally overrun by bad robots, but Dr. Wily is working hard at this goal. Thus, there are cities that are still unaffected, and towns which have little contact with robots. But there are also cities overrun with robot slave masters, herding humans and forcing them to do manual labor. Usually that labor is something to benefit Dr. Wily, like building more bad robots, or something that spells trouble for Mega Man and his friends.

Mega Man and Dr. Light sometimes work with the government, be it the Army, Navy or Air Force, trying to defeat Dr. Wily and his evil robot corps, who have declared war against humanity.

Dr. Wily's battle cry is that *"Robots are superior to humans. They possess ability and knowledge far beyond anything humans have ever known.*

They shouldn't possess free will, which is what causes humans to act irrationally, thus robots are more effective in their goals." In this way, Dr. Wily's twisted logic seems to support robots, while in fact he is using robots as much as humans. Down deep he feels no one should have free will...except himself.

Mega Man wants to "free" his robot brethren as well as help humans. But once they are turned evil and their minds twisted with bad chips, Mega Man's former brothers question his motives. *"Why do you take the side of humans?"* they ask. *"They are such imperfect beings!"*

In each episode, Dr. Wily's core group of robots (sometimes with, sometimes without Protoman) will push Dr. Wily's latest scheme. They will usually use one or two other robots to accomplish their plans. These other robots will be chosen from the list of additional robots, such as Shadowman, Pharaohman, Iceman, etc. If a story takes place in the Arctic, Iceman will be used. If in a power plant, Elecman will be used, etc. But these robo villains can also appear in contrasting locations, with Iceman freezing cities or Fireman melting polar caps.

Most stories will be driven by Dr. Wily's crazy schemes. Mega Man, Roll, Rush or Dr. Light might each take a primary or secondary role in a story (though Mega Man will always have a primary role). For instance, a story may have a subplot consisting of Roll wanting to prove herself, and getting involved in one of Dr. Wily's schemes. Or a subplot may center around Rush needing to get to an electro-vet for brain surgery, and Mega Man must first stop Protoman and some evil Wily scheme. Thus, each episode will have an "A-plot" and secondary "B-plot".

Additionally, some stories might be centered around human characters, like a family that lives in the forest wilderness which Cutman is clearing so Dr. Wily can build a secret robot plant. This way, our stories will be well rounded, and will not seem formulaic.

As part of the general action sequences of the series, Mega Man will fight robot sentries and other adversaries, much as he does in the video games. He'll use his plasma cannon and jumping skills to defeat these baddies while traversing various exotic and dangerous environs.

STORY SPRINGBOARDS

SPRINGBOARD #1

"THE BEGINNING"

This episode starts off with Mega Man in surgery. Dr. Light is trying to save him, using micro lasers to repair his damaged circuitry. Dr. Wily and his evil robots are about to take over the city, and without Mega Man there is no way to stop them. He must save Mega Man!

As the surgery proceeds we see that Mega Man's memory circuits are shorting out, but they are slowly returning to normal. We'll go into Mega Man's memory and see him return to being Rock, the domestic robot. We'll follow our backstory (as described earlier) and see how Dr. Wily jealously stole Dr. Light's plans and built and/or reprogrammed Dr. Light's robots into evil robots, and how Dr. Light built Mega Man to defeat them.

This story will pit Mega Man against Protoman, Cutman and Gutsman in a head-to-head confrontation. The story will eventually come to the point where Mega Man was almost killed by Gutsman, only to be saved by Protoman just before being destroyed. This brings up full circle, back to Mega Man on the operating table. He is finally brought back to life and regains his mind and powers just in time to defeat Dr. Wily and his robots.

SPRINGBOARD #2

"ROBOMUMMY"

When Dr. Wily discovers an ancient papyrus scroll he learns that the ancient Egyptians' technology of mummification can lead to a way of transforming humans into robotlike zombies. But in order to get the formula he must dig deep into an Egyptian pyramid. So he takes Pharaohman and Stoneman to do just that.

Fortunately, Dr. Light discovers what he's up to and sends Mega Man to stop them. Mega Man battles Drillman and Stoneman in the incredible labyrinthine mazes of tunnels and traps inside the Great Pyramid.

But Dr. Wily gets to the formula before Mega Man can stop him, and he uses it to bring a mummy back to life, turning it into a powerful zombie under his control.

Mega Man ultimately defeats Stoneman, using his Stoneman's weapon to grab blocks out of the pyramid and trap the mummy as well as Wily's robots.

SPRINGBOARD #3

"THE MEGA MAN IN THE MOON"

During a space shuttle launch at Cape Canaveral, Dr. Wily, Cutman, Gutsman and Protoman hijack the shuttle. They fill its cargo bay with a crated army of robots and blast off for the moon. Their mission: to take over the moon base and set up a new headquarters for Dr. Wily. He'll not only build robots faster and better in low gravity, but he can more easily control his earthbound robots from his new space base.

But Dr. Wily's plans take an unexpected turn when Dr. Light builds a small rocket which takes Mega Man into space.

Mega Man intercepts the space shuttle, dramatically battling Brightman in zero-G. But he is stunned by Brightman's 10 million watt flash, and shot off into space...on a collision course with an asteroid.

After an exciting escape, Mega Man returns as Dr. Wily takes over the moon base and imprisons the astronauts. He finishes off Dr. Wily's bad bots in a dramatic low-G battle over the moon's craters, then rescues the astronauts, sending Wily's bad bots home to earth in a rocket that explodes into the Skull Fortress!

SPRINGBOARD #4

"A LIGHT AT THE END OF THE TUNNEL"

Using Drillman to secretly bore into Dr. Light's laboratory, Dr. Wily kidnaps Dr. Light, replacing him with a robot duplicate he has created. The duplicate Dr. Light tries to convince Mega Man to give up the fight, and even tries to reprogram him to so that he'll follow Dr. Wily's orders.

But Mega Man sees through the ruse and turns the tide on Dr. Wily by pretending to have been convinced to give up the fight. He thus allows the robot Dr. Light to take him back to Dr. Wily's fortress, where he battles Drillman and several other robots, defeating them and freeing the real Dr. Light.

SPRINGBOARD #5

"MARSHAL MEGA MAN"

Dr. Wily and his robots take over a western ghost town and, like the movie *Westworld*, replace its friendly inhabitants with robot gunslingers. There's Wild Chill Iceman, Bat Gutsman, and their leader...Kid Protoman.

Dr. Wily has trapped the rich tourists, amongst which are some wealthy industrialists, and plans to control them and take over their industries to help build and spread his bad robots throughout the world.

Mega Man leads a "Magnificent Seven" like band of good guys against Wily's robo-outlaws. Using his plasma cannon like a six-shooter, Mega Man "outguns" the bad bots one by one.

In the final showdown, Mega Man faces Kid Protoman and, using the weapons he has gotten from Iceman and Gutsman, dramatically defeats Protoman, saving the townsfolk and tourists.

SPRINGBOARD #6

"DISCONNECTED NUMBER"

When Dr. Wily puts a "bad chip" in the central telephone system of a major city, all of the computer telephonic peripherals, such as ATM machines, home computers, fax machines, etc., turn into his evil electronic minions. Everything that's plugged into a phone line comes forth to battle Mega Man.

Meanwhile, Dr. Wily uses his "phony phone tap" to wire transfer billions of dollars to his own account in order to finance even greater robot construction.

With the city ready to give in to Dr. Wily's demands, Mega Man battles Elecman in the end, defeating him and getting his electrical ray, which he uses to short out the city's power supply and ultimately defeat Dr. Wily and his evil robots.

SPRINGBOARD #7

"ON A ROLL"

When Roll gets wind of Dr. Wily's latest scheme - to take over the city's subway trains with his bad bots - she forgoes telling Mega and Dr. Light about it, figuring she can handle it herself. But what she doesn't realize is that Dr. Wily isn't just taking over the trains, with the help of Snakeman he's transforming them into giant Robo-Snakes, which dig new tunnels and are undermining the entire city.

When Mega Man tries to rescue Roll, she resists, complicating his plans and allowing Dr. Wily to gain the needed time to complete his plans of taking over the city.

In the end, it's Roll who comes up with the bright idea. With Dr. Light's help, she and Mega Man transform an old antique train into a Robo-Dragon. In a wild scene of battling trains, Mega Man defeats Dr. Wily and his henchbots.

SPRINGBOARD #8

"ROBOSAUR PARK"

With the help of Snakeman, Toadman and Pharaohman, Dr. Wily takes over a dinosaur theme park (with robot dinosaurs) and reprograms them to do his evil bidding. Now the city is overrun with giant robosaurs.

Dr. Wily not only forces the people to flee, he uses a special satellite transponder to turn them into mindless cavemen, forcing them to live in caves.

Now Mega Man must gather up the "cavemen" and turn them into a fighting team in order to defeat the robosaurs and robots. But Toadman rains on his parade (with acid rain!), dampening Mega Man's plans.

Mega Man has the last laugh when he defeats Pharaohman, using his sunlike balls of condensed light to create a mini-volcano, chasing Dr. Wily and his robots away and destroying the satellite transponder, freeing all of the citizens.

SPRINGBOARD #9

"MEGA-PINOCCHIO"

In this story, Dr. Wily dreams up his wildest scheme ever. He kidnaps a genetic scientist, who is researching human cloning. Dr. Wily then tricks Mega Man into thinking that, as a robot, he cannot feel all the wonderful things that humans feel: emotions, love, beauty, etc. With Mega Man primed, Dr. Wily "leaks" word to Mega Man that the world renown geneticist has just discovered how to turn robots into humans.

Mega Man seeks out the geneticist and says he wants to be made human. The geneticist puts Mega Man under anesthetic (which, because he's a robot, simply means to shut his circuits down). But instead of turning him into a human, Dr. Wily enters and begins to reprogram Mega an evil robot.

Roll and Rush enter just in time to stop the surgery, but Mega has already been partially changed.

Act two of the of the story will have Dr. Wily using his now evil Mega Man to fight Dr. Light and the others. But Mega Man, only half bad, is fighting himself as much as the good guys.

In the final scene, Dr. Light desperately tries to talk Mega Man into overcoming his evil circuitry, but fails. It finally takes Protoman (in ac act of goodness) to teach his "brother" that he's not all bad. Mega Man soon learns which side he's really on just in time to defeat Dr. Wily and his robots.

SPRINGBOARD #10

"ICE AGE"

Dr. Wily recruits Iceman and unleashes him on the north pole, where he uses his freeze ray to begin another ice age. They plan on freezing cities, replacing their leaders with robots, then defrosting them.

But Mega Man and company cleverly trick Iceman into thinking that Dr. Wily is out to destroy him. So Iceman decides to freeze Dr. Wily out of the picture and take over by himself. He does this by creating an army of giant ice robots.

Dr. Wily tries to defend, using Fireman to defrost the robots, inadvertently defrosting the glaciers and flooding Dr. Wily. This gives Mega Man the edge, allowing him to dramatically defeat Iceman, then use his ice ray to freeze Fireman.

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